



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of

FOULADI et al

Atty. Ref.: 723-959

Serial No. 09/726,215

Group: 2671

Filed: November 28, 2000

Examiner:

For: METHOD AND APPARATUS FOR BUFFERING  
GRAPHICS DATA IN A GRAPHICS SYSTEM

\* \* \* \* \*

May 29, 2001

Assistant Commissioner for Patents  
Washington, DC 20231

Sir:

**INFORMATION DISCLOSURE STATEMENT**

In accordance with Rule 97, the undersigned attorney submits the documents listed on the attached form PTO-1449. A copy of each document is enclosed.

Applicant also apprises the Examiner of the following information regarding co-pending applications that are not commonly assigned with the present application.

Serial No. 09/412,145

Filed October 5, 1999

Title: Method and Apparatus for Providing Commands to a Command Memory

Serial No. 09/337,293

Filed June 21, 1999

Title: Multi-Format Vertex Data Processing Apparatus and Method

Assignee: ATI International SRL

Beaumont House

Hasting, Christ Church

Barbados, West Indies

The undersigned does not have a copy of these applications, but they are presumably available to the Examiner.

**FOULADI et al**  
Serial No. 09/726,215

The Examiner is requested to initial the attached form PTO-1449 and to return a copy to the undersigned as an indication that the attached documents have been considered and made of record in this case.

Respectfully submitted,

NIXON & VANDERHYE P.C.

By:



Robert W. Faris  
Reg. No. 31,352

RWF:ejc  
1100 North Glebe Road, 8th Floor  
Arlington, VA 22201-4714  
Telephone: (703) 816-4000  
Facsimile: (703) 816-4100

The Examiner's attention is directed to the following related applications and the prior art cited therein.

- Application No. 09/465,754, filed December 17, 1999, (atty. dkt. no. 723-799), entitled "Vertex Cache For 3D Computer Graphics",
- Application No. 09/726,223, filed November 28, 2000 (atty. dkt. no. 723-751), entitled "Z Value Clamping In Near-Z Range To Maximize Precision Of Visually Important Z Components And To Avoid Near-Z Clipping In A Graphics Rendering System",
- Application No. 09/726,215, filed November 28, 2000 (atty. dkt. no. 723-959), entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",
- Application No. 09/722,419, filed November 28, 2000 (atty. dkt. no. 723-958), entitled "Graphics Pipeline Token Synchronization",
- Application No. 09/722,382, filed November 28, 2000 (atty. dkt. no. 723-961), entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",
- Application No. 09/722,367, filed November 28, 2000 (atty. dkt. no. 723-968), entitled "Recirculating Shade Tree Blender For A Graphics System",
- Application No. 09/726,218, filed November 28, 2000 (atty. dkt. no. 723-960), entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System",
- Application No. 09/722,381, filed November 28, 2000 (atty. dkt. no. 723-962), entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System",
- Application No. 09/726,216, filed November 28, 2000 (atty. dkt. no. 723-967), entitled "Achromatic Lighting in a Graphics System and Method",
- Application No. 09/726,226, filed November 28, 2000 (atty. dkt. no. 723-964), entitled "Method And Apparatus For Anti-Aliasing In A Graphics System",
- Application No. 09/722,380, filed November 28, 2000 (atty. dkt. no. 723-957), entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats",
- Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749),

- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-956), entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode",
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-973), entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System",
- Application No. 09/726,225, filed November 28, 2000, (atty. dkt. no. 723-954), entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System",
- Application No. 09/722,664, filed November 28, 2000, (atty. dkt. no. 723-969), entitled "Controller Interface For A Graphics System",
- Application No. 09/726,221 filed November 28, 2000 (atty. dkt. no. 723-955), entitled "Method And Apparatus For Texture Tiling In A Graphics System",
- Application No. 09/722,667, filed November 28, 2000 (atty. dkt. no. 723-971), entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",
- Application No. 09/722,378, filed November 28, 2000 (atty. dkt. no. 723-965), entitled "Z-Texturing",
- Application No. 09/723,336, filed November 28, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-976),
- Application No. 09/722,663 , filed November 28, 2000 (atty. dkt. no. 723-963), entitled "Graphics System With Copy Out Conversions Between Embedded Frame Buffer And Main Memory",
- Application No.09/722,665, filed November 28, 2000 (atty. dkt. no. 723-970), entitled "Method and Apparatus for Accessing Shared Resources",
- Application No. 09/723,335, filed November 28m, 2000 (atty. dkt. no. 723-972), entitled "External Interfaces For A 3D Graphics and Audio Coprocessor",
- Application No. 09/726,220, filed November 28, 2000 (atty. dkt. no. 723-974), entitled "Graphics Processing System With Enhanced Memory Controller",
- Application No. 09/722,390, filed November 28, 2000 (atty. dkt. no. 723-966), entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and

- Application No. 09/722,421, filed November 28, 2000 (atty. dkt. no. 723-953), entitled "Shadow Mapping In A Low Cost Graphics System".

INFORMATION DISCLOSURE  
CITATION

ATTY. DOCKET NO.

723-959

MAY 29 2001

SERIAL NO.

09/726,215

APPLICANT

FOULADI et al

(Use several sheets if necessary)

FILING DATE

GROUP

November 28, 2000

2671

## U.S. PATENT DOCUMENTS

EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE
						IF APPROPRIATE
	5,748,986	5/1998	Butterfield et al.			
	5,448,689	9/1995	Matsuo et al.			
	5,657,045	8/1997	Katsura et al.			
	5,657,443	8/1997	Krech, Jr.			
	5,659,673	8/1997	Nonoshita			
	5,740,406	4/1998	Rosenthal et al.			
	5,751,930	5/1998	Katsura et al.			
	5,754,191	5/1998	Mills et al.			
	5,822,516	10/1998	Krech, Jr.			
	5,838,334	11/1998	Dye			
	5,886,701	3/1999	Chauvin et al.			
	5,940,089	08/1999	Dilliplane			
	5,995,120	11/1999	Dye			
	6,023,738	2/2000	Priem et al.			
	6,088,701	07/2000	Whaley et al.			
	6,092,124	7/2000	Priem et al.			

## FOREIGN PATENT DOCUMENTS

DOCUMENT	DATE	COUNTRY	TRANSLATION		
			CLASS	SUBCLASS	YES NO

## OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

White paper, Huddy, Richard, "The Efficient Use of Vertex Buffers," (11/01/2000)
White paper, Spitzer, John, et al., "Using GL_NV_array_range and GL_NV_Fence on GeForce Products and Beyond" (08/01/2000)
White paper, Rogers, Douglas H., "Optimizing Direct3D for the GeForce 256" (1/3/2000)
White paper, "Technical Brief, AGP 4X With Fast Writes - A Unique NVIDIA GeForce 256 Feature" (11/10/1999)
Hook, Brian, "An Incomplete Guide to Programming DirectDraw and Direct3D Immediate Mode (Release 0.46)," printed from web site: www.wksoftware.com, 42 pages
Thompson, Tom, "Must-See 3-D Engines," BYTE MAGAZINE, printed from web site www.byte.com, 10 pages (June 1996)
Thompson, Nigel, "Rendering with Immediate Mode," Microsoft Interactive Developer Column: Fun and Games, printed from web site msdn.microsoft.com, 8 pages (March 97)
HOWTO: Animate Textures in Direct3D Immediate Mode," printed from web site support.microsoft.com, 3 pages (last reviewed 12/15/2000)
"INFO: Rendering a Triangle Using an Execute Buffer," printed from web site support.microsoft.com, 6 pages (last reviewed 10/20/2000)

\*Examiner \_\_\_\_\_ Date Considered \_\_\_\_\_

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.